

ABSTRACT OF THE DISCLOSURE

A buffering process for real-time digital audio is provided to effect of network “jitter” from inconsistent network packet delivery rates. The buffering algorithm is particularly useful for audio data including distinct bursts separated by silence, such as speech. The process holds incoming audio packets in a queue until either: (a) the buffer contents meet a predetermined threshold; or (b) the end packet of a burst is received. The result is that silent periods between bursts may expand or decrease relative to the original audio pattern, allowing cumulative jitter to be played out as silence. The threshold is sized such that the deviation in silence is unnoticeable by a listener. In an optional embodiment, the process periodically adjusts the threshold to adapt to network conditions.